INSTRUCTIONS

ANLEITUNG

ISTRUZIONI

ITALY 1990

Taken from Amiga-Manuals-Website

Loading Instructions

CBM 64/128 Cassette:
Press **SHIFT** and **RUN/STOP** keys together and press **RETURN.**
Press **PLAY** on the cassette recorder and follow screen prompts.
CBM 64/128 Disk:
Type **LOAD"*",8,1** and press **RETURN.** Game will load and run automatically.
Spectrum Cassette:
Type **LOAD ""**and press **ENTER.** Press **PLAY** on the cassette recorder. Follow on screen prompts.
Amstrad Cassette:
Press **CTRL** and **SMALL ENTER** keys then press **PLAY** on the cassette recorder. Follow on screen prompts.
Amstrad Disk:
Type **RUN"DISK** and press **ENTER.** Game will load and run automatically. Follow on screen prompts.
Atari ST 520/1040/Mega:
Insert disk in drive and turn on computer. Game will load and run automatically.
CBM Amiga 500/1000/2000 Series:
Insert disk in drive and turn on computer. Game will load and run automatically.
IBM PC & Compatibles:
Follow standard start up procedure. At the **'A>'** prompt, place the program disk in drive A and type **ITALY90,** then press **RETURN.**

PLAY THE GAME

PLAYER CONTROL

For either team, the player you have direct control over is highlighted as follows:

CBM 64/128: The colour of the player's shirt flashes between white and the team colour.
SPECTRUM: A large 'solid' arrow is positioned below the player of team one and 'hollow' arrow below player team two.
NOTE: The remaining players of team 1 have smaller 'solid' arrows positioned below them.
AMSTRAD/ATARI ST/CBM AMIGA/IBM PC: A large arrow of the same colour as the team is positioned below the player being controlled.

Control of the 'highlighted' player continues until either, movement stops, at which, the player of the same team who is closest to the ball becomes active.

BALL CONTROL

The ball is able to move freely around the pitch when it is kicked but as soon as it is within a small distance of any player it will be automatically 'trapped'.
The ball is then moved to a position relative to the direction of the player.
Once a player has control of the ball, it will stay 'locked' to him until it is either kicked or taken from him by another player.

KICKING THE BALL

When your player is in possession of the ball he can kick it in the direction he is facing by holding down **'FIRE'** and releasing it when required. The amount of time **'FIRE'** is held down, combined with the player's strength determines the speed of the ball when it is kicked. There is a maximum amount of time that the button can be held down before the ball is kicked automatically.
You may also 'chip' the ball by reversing the direction of your player immediately after kicking it.
N.B. More powerful kicks will cause the ball to travel above the ground automatically.

HEADING THE BALL

When the ball is close to your player, but still in the air, you can 'head' the ball by pressing and releasing **'FIRE'.** However, holding down **'FIRE'** has no effect on the speed of the ball.

TACKLING

There are two ways that your player can tackle:
'Normal Tackle'
If your player's attempting to tackle, facing the player in possession, he has a chance of taking the ball according to the relative skill factors of the players. If your player is behind, however, he cannot tackle in this fashion.
'Sliding Tackle'
When your player is not in possession of the ball, pressing **'FIRE'** will initiate a 'sliding tackle'. This causes your player to 'slide' in the direction he was facing, during which time he cannot be controlled. If your player comes close to the player in possession of the ball whilst he is sliding, he may or may not take the ball, according to the relative skill factors. However, if your player 'slides in' from behind the other player, there is a chance a foul will occur.

GOALKEEPERS

If your goalie is under 'control' he moves in the same fashion as the other players. However, if the ball is not under the control of your team and the player closest to the ball is from the opposing side then **'FIRE'** combined with the direction of the joystick causes the goalie to dive.

SET PIECES

The various 'set pieces' (i.e. Kick Off, Throw In, Corner Kick, Goal Kick, Free Kick and Penalty) that occur during the game all behave in a similar fashion with regards to control of the player in possession of the ball. Namely, the direction and speed of the ball when it leaves the player. In all cases, play is suspended until **'FIRE'** is pressed and released.

ATARI ST/CBM AMIGA/IBM Users note:

Goal Kicks and Corners: These take the form of animated sequences in which a player is seen to run to the ball and kick it, when **'FIRE'** is pressed. The direction and length of time **'FIRE'** is held down still determines the ball's direction and speed.
Penalties: These take the form of a separate graphic screen, using the viewpoint of the player who is taking the penalty. As before, the direction of the joystick determines the region of the goalmouth that either the ball will travel towards or the goalie will dive towards, **'FIRE'** causes the player to kick the ball or the goalie to dive in that direction.

KEYBOARD CONTROLS

	C64	Spectrum*	Amstrad*	Atari ST	CBM Amiga	IBM PC*
Move Player up pitch		Q	Q			Q
Move Player down pitch		A	A			A
Move Player LEFT		O	O			O
Move Player RIGHT		P	P			P
FIRE		SPACE	SPACE			SPACE
Toggles Hold/ Pause Mode	RUN/ STOP	CAPS+H	SHIFT+H	SHIFT+H	SHIFT+H	SHIFT+H
Quit Game	Q	CAPS+T	SHIFT+T	SHIFT+T	SHIFT+T	SHIFT+T

*Direction keys and **'FIRE'** are user definable.
Spectrum version supports both Sinclair and Kempston joysticks.
IBM version supports both Standard Analog and Amstrad digital joysticks.
Joystick control on CBM 64/128, Atari ST and CBM Amiga machines.
Joystick ports as follows:
CBM 64/128 – Port **1** – Player 1
Port **2** – Player 2/Computer
CBM AMIGA – Port **1** – Player 2/Computer
Port **2** – Player 1
ATARI ST – Port **0** – Player 2/Computer
Port **1** – Player 1

Program by Tiertex

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